G-Stomper Studio
G-Stomper Rhythm
G-Stomper VA-Beast

User Manual

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7 Sampler

7.1 Overview

G-Stomper Studio provides up to 24 Sampler Track, where each is powered by its own Sampler instance.

The Sampler has 3 main sections (per track) to tweak/modulate a sound in real-time.

- Sample / Track Settings
- Filter (Multi Filter with 8 Filter types)
- Modulation (1 Modulation Envelope + 1 Modulation LFO)

When you edit Sampler related parameters, then you always act on the currently selected Sampler Track (the highlighted one).

If you want to change the Pitch of the Sample on T01 for example, first select T01 and then change the Pitch Parameter.

Note:
The Step Sequencers for the Samplers are monophonic, but for smooth transitions between the steps (in case when new step triggers a sound and the sound of a previous step is still running), the Samplers are of course able to (internally) play multiple sounds at once.
If you want true monophony (so that a sound is cut off, when a new trigger is fired on the same Track) then you can enable the "Sampler Monophony (cut sounds when played)" in the Sampler section of the Setup dialog.

7.2 Panel Reference

7.2.1 Sample / Track Settings

The Sample/Track Settings provide the all basic Parameters to manipulate a sample in real-time.

Pan: Sample Panorama

Level: Sample Output Level/Volume (the base sample output level, independent from the mixer volume)

Note: In Accent Mode the Level fader switches to Acc and controls the Accent amount.

Start: Sample Start Point

Leng: Sample Length

Pitch: Sample Pitch Scale

Shuff: Track Shuffle/Swing ON/OFF

Roll: Roll OFF/2x/3x/4x (play the Sample 1x, 2x, 3x or 4x per Step)

Norm:
Normalize Sample to 0dB ON/OFF
Normalizing is useful to give Samples a boost, if they're recorded with low volume.
You won't hear a difference, if the sample file is already normalized.

Reverse:
Reverse Sample ON/OFF

Fill-in:
Randomized Fill-Ins at the end of the Pattern OFF / 1/2bar / 1/1bar
(for details, see Chapter: Fill-In)

7.2.2 Quick Sample Selector and Info Display

7.2.2.1 Quick Sample Selector

The Quick Sample Selector is very easy way to select samples with a single click rather than going through the regular file browser.

'<' and '>': Select the previous or next Sample within a particular sample folder.

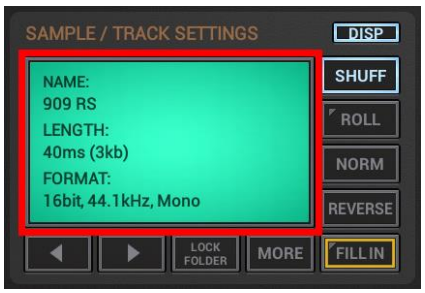
By default, the Quick Sample Selector always adopts the folder of the currently loaded sample of a track. So when you select another track, the '<' and '>' buttons always start at the currently loaded sample location to obtain determine the previous or next sample to be loaded.

Lock Folder:
Adopting the location (as described above) fits very well when changing existing Patterns.
But when you start from scratch, it's often more suitable to lock the sample folder at a specific location, so that you can quick select samples for multiple tracks, all from the same folder. If the folder is locked, you can switch between the tracks and step up and down within the locked folder, regardless what sample was previously loaded at the tracks.

More (or short click to the display):
Shows up the "Load Sample" menu for the currently selected track, which lets you browse your samples using the regular file browser (loading a sample with the regular file browser updates the current Quick Sample Selector folder location).

7.2.2.2 Sample Info Display

The Sample Info Display shows the relevant details of the loaded sample.



Name: The Sample name (file name without extension)

Length: The length in minutes, seconds, milliseconds (+ the sample file size)

Format: The sample format (bit rate, sample rate, channels)

Short click to the display:
Shows up the "Load Sample" menu for the currently selected track, which lets you browse your samples using the regular file browser (loading a sample with the regular file browser updates the current Quick Sample Selector folder location).

7.2.3 Roll

The Roll function allows you to simulate typical drum rolls or flams.
Technically spoken, this means to play a sample multiple times within a single Step. You can play a sample either 1x, 2x, 3x or 4x per step.

Short click → Roll OFF / 2x / 3x / 4x

Roll 2x:
The 1st Trigger is fired at the Step position (like a regular trigger)
The 2nd Trigger is fired at 50% of the time frame between the current Step and the next Step

Roll 3x:
The 1st Trigger is fired at the Step position (like a regular trigger)
The 2nd Trigger is fired at 33.3% of the time frame between the current Step and the next Step
The 3rd Trigger is fired at 66.6% of the time frame between the current Step and the next Step

Roll 4x:
The 1st Trigger is fired at the Step position (like a regular trigger)
The 2nd Trigger is fired at 25% of the time frame between the current Step and the next Step
The 3rd Trigger is fired at 50% of the time frame between the current Step and the next Step
The 4th Trigger is fired at 75% of the time frame between the current Step and the next Step

Long Click → Roll internal Accent ON/OFF

7.2.4 Roll-internal Accent

The Roll internal Accent allows you to apply Accentuation to the Roll internal Triggers, which makes the drum rolls sound much more natural.

Long Click → Roll internal Accent ON/OFF

ON:
The Roll generated Triggers are Accent aware, while the Accent Fader (in Accent Mode) controls the Accent amount. The Roll starts at full (Roll-internal) Accentuation and ends with zero (Roll-internal) Accentuation.

This means in detail, the first Roll Trigger is always fired at its regular output level, or in other words at full Roll-internal Accentuation. The last Roll Trigger is fired at zero Roll-internal Accentuation. In case of Roll 3x/4x, the Triggers in between are fired at a partial Roll-internal Accentuation to generate a linear level reduction from the first to the last Roll Trigger.

OFF:
All Roll triggers are played at the same Level.

7.2.5 Fill-In

The Fill-In function allows you to apply automatically generated, randomized breaks (Fill-Ins) at the end of the Pattern per Track.

The Fill-In are (if enabled) always applied to the last Bar of a Pattern.
They can be applied either for the half or the full duration of the last Bar.

Short click → Fill-In OFF / 1/2bar / 1/1bar

1/2 bar:
The sequencer creates a randomized break on the last 1/2 Bar of the pattern for the particular Track.
(1/2 Bar = 2 beats in a 1/16 Time Signature)

1/1 bar:
The sequencer creates a randomized break on the complete last Bar of the pattern for the particular Track.
(1/1 Bar = 4 beats in a 1/16 Time Signature)

Long Click → Fill-In Hold ON/OFF

ON:
The Fill-In break will be created every time the sequencer passes the last Position (1/2 or 1/1).

OFF:
The Fill-In break will be created once and turns itself off afterwards.

7.2.6 Filter

The Sampler provides a Multi Filter (per Track) with 8 Filter types. The filter is applied to the audio signal right after the sample was manipulated by the Sample/Track Settings section.

The Filter section offers 8 different Filter Types:

- **LP12** (12dB Low Pass Filter)
- **HP12** (12dB High Pass Filter)
- **LP24** (24dB Low Pass Filter)
- **HP24** (24dB High Pass Filter)
- **BP** (12dB Band Pass Filter)
- **NP** (12dB Notch/No Pass Filter)
- **MGLP** (24dB Moog Low Pass Filter)
- **MGHP** (24dB Moog High Pass Filter)

Cutoff:
Controls the Filter Cutoff Frequency in a range from 1Hz to 14000Hz

Res:
Controls the Filter Resonance

Bandw (BP, NP Filter only):
Controls the Filter Bandwidth

7.2.7 Modulation Envelope

The Modulation section provides an Attack Decay Modulation Envelope (per Track) which can be used to modulate the Amplification, the Filter Cutoff or the Sample Pitch in real-time.

7.2.7.1 Destination (assign to Parameter)

You can choose from 3 parameter routings (multiple selections are possible).

Amp:
Apply the Modulation Envelope to Sample Amplification(Output Level) ON/OFF

Filter:
Apply the Modulation Envelope to Filter Cutoff ON/OFF

Pitch:
Apply the Modulation Envelope to Sample Pitch

7.2.7.2 Depth

Depth:
Controls the modulation depth/amount of the assigned parameter(s).

7.2.7.3 Decay

The Modulation Envelope offers 2 different Decay types.

- Linear
- Logarithmic

To choose the Decay Type, simply tap the Decay Type selector button.

Decay length:
The length of the Envelope is always matching the Sample playback length and therefore depending on the Start, Length and Pitch Parameter in the Sample/Track Settings.

7.2.7.4 Reverse

Reverse Off:
The Envelope starts from its max value (normal direction).

Reverse On:
The Envelope starts from zero and rises to its max value (reversed direction).

7.2.8 Modulation LFO

The Modulation section provides a Modulation LFO (per Track) which can be used to modulate the Amplification, the Filter Cutoff or the Sample Pitch in real-time.

7.2.8.1 Waveform

The LFO offers 7 different waveforms:

- **Triangle**
- **Sawtooth**
- **Reversed Sawtooth**
- **Pulse** (Square wave, fixed at 50% pulse with)
- **Random** (similar to Pulse, but with randomized amplitude)
- **Smooth Random** (similar to Triangle, but with randomized amplitude)
- **Triple Peak** (a combination a smooth Sawtooth approximated Sine and a 3 times faster running Sine wave)

To choose one of the waveforms, simply tap the waveform selector button.

7.2.8.2 Destination (assign to Parameter)

You can choose from 3 parameter routings (multiple selections are possible).

Amp:
Apply the Modulation LFO to Sample Amplification(Output Level) ON/OFF

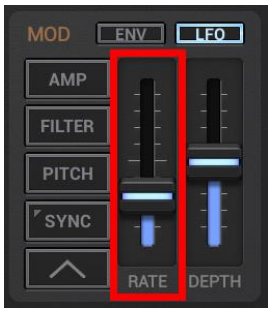
Filter:
Apply the Modulation LFO to Filter Cutoff ON/OFF

Pitch:
Apply the Modulation LFO to Sample Pitch

7.2.8.3 Depth

Depth:
Controls the modulation depth/amount of the assigned parameter(s).

7.2.8.4 Rate (Tempo)



Rate (Sync off):
Controls the LFO Rate in Hz in a range from 100s to 50Hz

Rate (Sync on):
Controls the LFO Rate in Partials
16/1, 8/1, 4/1, 2/1, 1/1, 3/4, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 1/12, 1/16, 1/32, 1/64

7.2.8.5 Tempo Sync

Sync off:
The LFO rate is independent.

Sync on:
The LFO is synchronized with the tempo.

Note:
Depending on the Sync switch, the LFO Rate is set in Hz or in Partials (see Chapter: Rate (Tempo)).

7.2.8.6 Keyboard Sync

Long press the Sync button to turn KB Sync on/off.

KB Sync off:
The LFO will not be re-started when a Sound is triggered.

KB Sync on:
With every triggered Sound the LFO gets re-started.

7.3 Sampler Tracks

7.3.1 Sampler Track Pads T01 - T24 (various screens)

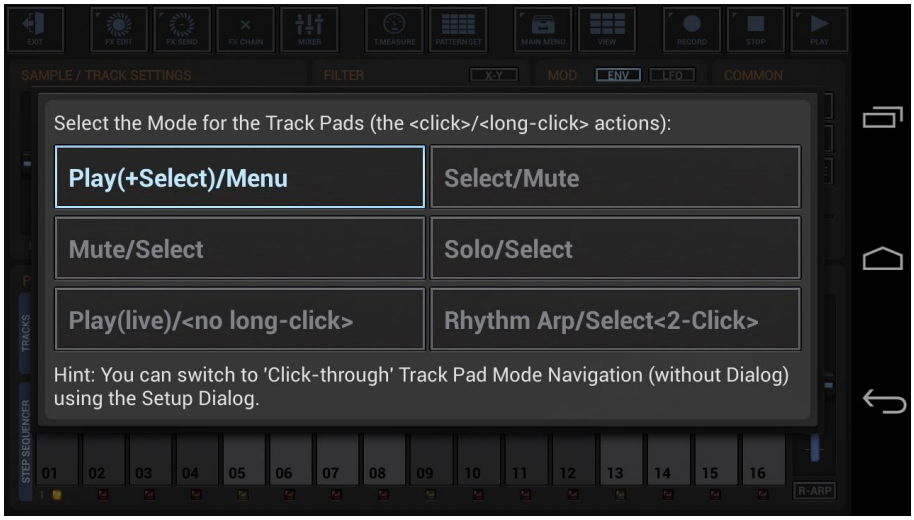
Track Pads (T[..]) are located on the Drum Machine, Sampler Note Grid, Sampler Track Grid and Sampler Drum Pads.

To scroll to the upper 12 Tracks (13-24) simply tap the scroll button right beside the Tracks.

Note: The number of available/enabled Tracks depends on the 'Number of Sampler Tracks' setting in the Setup dialog.

7.3.2 Sampler Track Pad Mode (various screens)

Depending on the selected Track Pad Mode, the T[..] Buttons have different actions applied.
Tap the Track Pad Mode Button to switch between the different modes.



Each Mode is defined with two terms.
The term before the "/" is the short click action.
The term after the "/" is the long click action.

7.3.3 Actions for Track Pads in the different Modes

The following list describes the actions which are applied to the Track Pads (T[..]) in the different modes.

The modes may vary on the different screens due to the different needs on some screens.

Play(+Select)/Menu:
Click → Play Sample (+select Track)
Click (while recording) → Record Trigger, silent (+select Track)
Long Click → Show up the Track Menu

Select/Mute:
Click → Select Track, silent
Long Click → Track Mute ON/OFF

Mute/Select:
Click → Track Mute ON/OFF
Long Click → Select Track, silent

Solo/Select:
Click → Track Solo ON/OFF
Long Click → Select Track, silent

Play(live)/<no long click>:
Click → Play Sample instantly, on touch (dedicated for live playing/recording)
Click (while recording) → Record TAP instantly, silent
Long Click → No function

Rhythm Arp/Select<2-click>:
Touch → Activate the Rhythm Arpeggio for the particular Track
Release → Deactivate the Rhythm Arpeggio for the particular Track
Long Click → No function
Double Click → Select Track, silent

Note: The Rhythm Arpeggio can only be used when the sequencer is running.

7.3.4 Actions for the Track Pad Mode Button in the different Modes

All Modes:
Click → Select Mode

Play(+Select)/Menu:
Long Click → Multi-Mute ON/OFF (see Chapter: Programmable Multi-Mute)

Select/Mute:
Long Click → Multi-Mute ON/OFF (see Chapter: Programmable Multi-Mute)

Mute/Select:
Long Click → All Track Mute OFF

Solo/Select:
Long Click → All Track Solo OFF

Play(live)/<no long click>:
Long Click → No function

Rhythm Arp/Select<2-click>:
Long Click → No function

7.3.5 Sampler Track Pad Instant (on Touch) Mode (Main Drum Machine)

On the Main Drum Machine, you have the possibility to change the main behaviour of the Track Pads from normal click to "on Touch".

Normal behaviour:
The Track Pads react to a regular click, which means in fact when you release a Track Pad (a click from a technical point of view is always a combination of touch and release).

Instant (on Touch) behaviour:
The Track Pads react on touch rather than on release. This is, especially in a live situation, much faster and more direct.

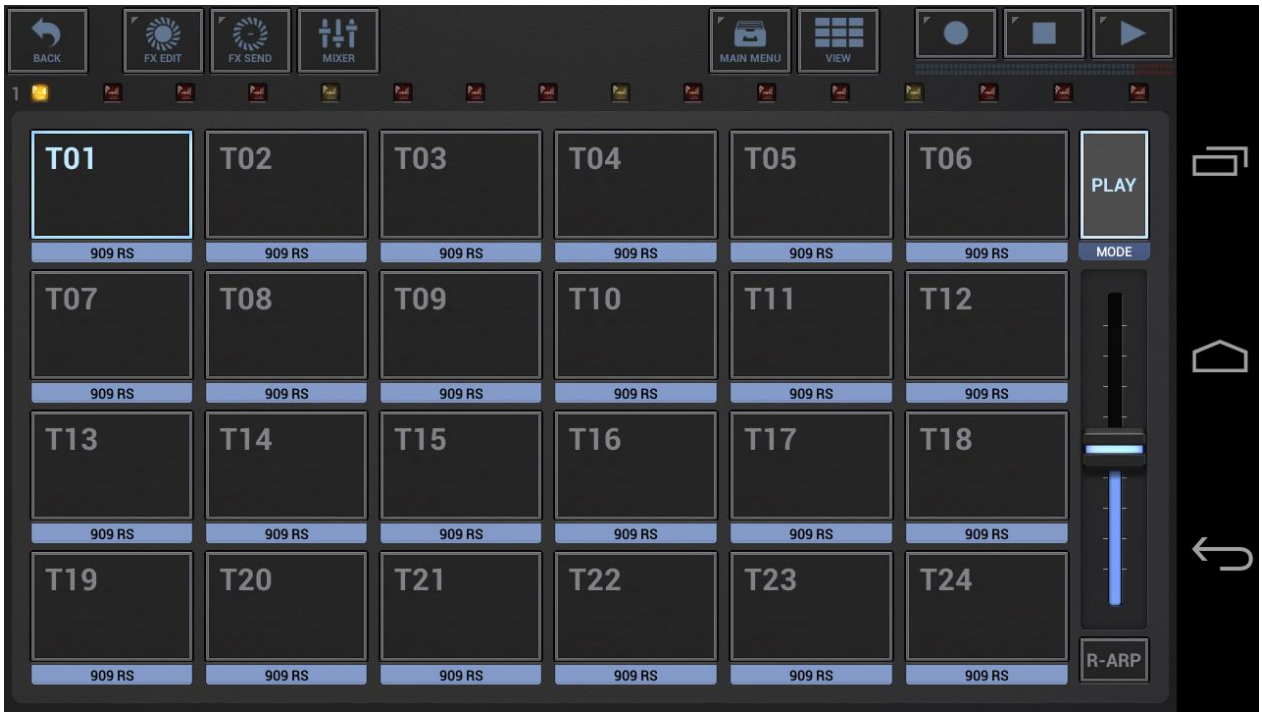
Note: In Instant Mode, long click is not possible due to technical reasons

To switch between Normal and Instant (on Touch) behaviour, long press the scroll button.

Note:
This switch is available exclusively for the Track Pads on the Main Drum Machine.
On all other screens the Track Pad behaviour is automatically set to the most suitable setting for the particular modes.

Sampler Drum Pads	→ All Modes except Play/Menu behave on Touch
Track Pads on FX and Master	→ All Modes behave on Touch
Sampler Track Grid, Note Grid	→ All Modes except Play(live) and Rhythm Arp behave Normal (on Click)

7.3.6 Sampler Drum Pads



The Sampler Drum Pads provide 24 Pads to be used for live playing. Since the Drum Pads are in fact a specialized form of the Sampler Track Pads, they can also be used like regular Sampler Track Pads, e.g. to mute/un-mute, solo/un-solo, load samples, etc.
(for details see Chapter: Sampler Track Pads T01 - T24)

The advantage of the Drum Pads is that you see all 24 Sampler Tracks at once.

Furthermore the Drum Pads react "on Touch" in all Track Pad Modes except Play/Menu.
(see Chapter: Sampler Track Pad Mode)

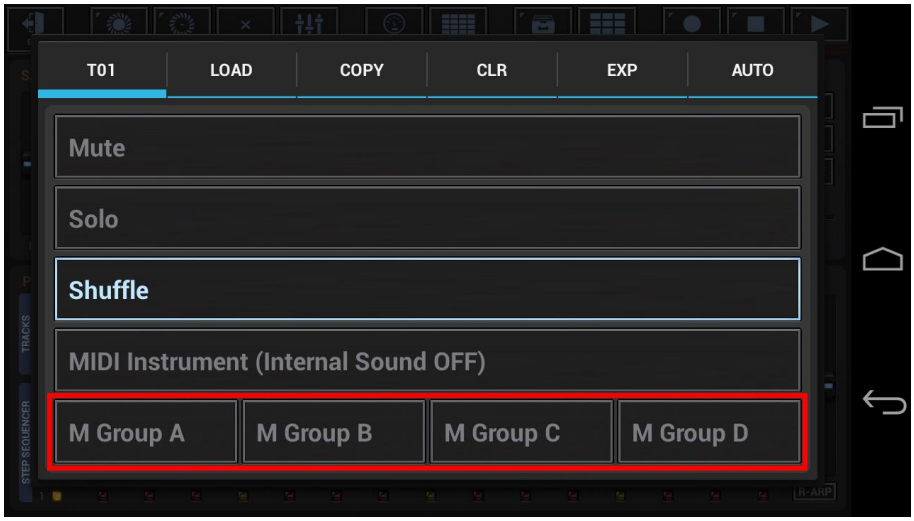
Reacting "on Touch" is much more direct than the normal "on Click" behaviour and therefore more suitable for Drum Pads.

Note:
On the Drum Pads, long clicks are only supported in Play/Menu Track Pad Mode.
(see Chapter: Sampler Track Pad Mode)

7.3.7 Sampler Mute Groups

Mute Groups are used to let two or more sounds mute each other when triggered. This is typically used for open and closed high hats to simulate their natural behaviour (when you close the high hat in a real drum set while the open high hat was hit before, then the open high hat gets muted immediately).

G-Stomper Studio provides 4 independent Mute Groups for the Drum Samplers. To add a Track (resp. its sound) to a particular group, simply show up the Track Menu (see Chapter: Sampler Track Menu) and enable M Group A, B, C or D.



Note: Adding a Track to a Mute Group has only an effect if at least one other Track is in the same Mute Group. Also note that a Track can be in more than one Mute Groups at once.

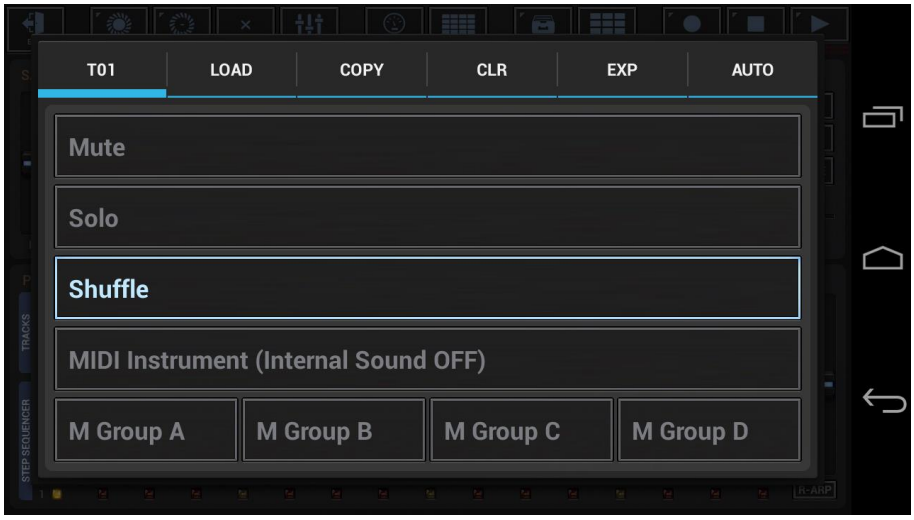
Mute Groups in G-Stomper are stored per Pattern and can be different for each Pattern in a Pattern Set (or on your device storage).

7.4 Sampler Track Menu

The Sampler Track Menu provides all operations for a particular Sampler Track.

Make sure that the Track Pad mode is set to Play/Menu (which is the default).
Long click a Track Pad to open to the Track Menu.

7.4.1 T[..]



Mute:
Track Mute ON/OFF

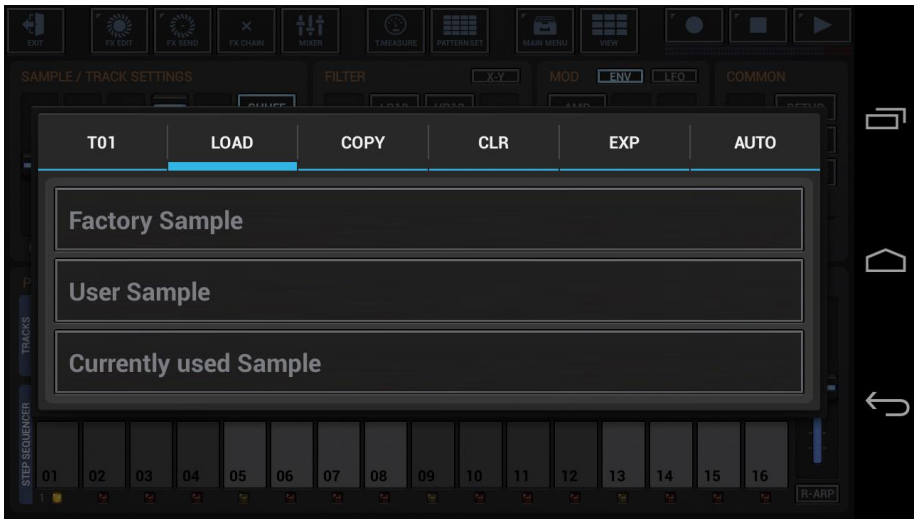
Solo:
Track Solo ON/OFF

Shuffle:
Track Shuffle/Swing ON/OFF

MIDI Instrument (Internal Sound Off):
Enable this option to control an external MIDI Instrument with this Track, rather than the internal Audio Source. Using a Track as [MIDI Instrument] means, the internal Sound will be disabled and only MIDI events will be fired from the Track. Be sure to configure the MIDI Channels, IN/OUT Interfaces in the G-Stomper Setup before you enable this option.

Mute Groups A, B, C. D:
Mute Groups are used to let two or more sounds mute each other when triggered. This is typically used for open and closed high hats to simulate their natural behaviour (when you close the high hat in a real drum set while the open high hat was hit before, then the open high hat gets muted immediately).
To add the current Track to a particular Mute Group enable M Group A, B, C or D.
(see also Chapter: Sampler Mute Groups)

7.4.2 Load

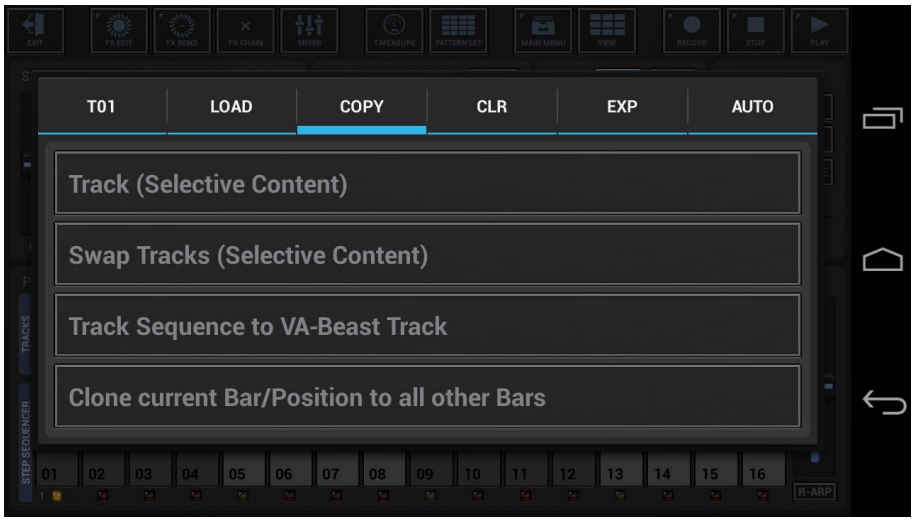


Load Factory Sample:
Load a single Factory Sample into the Track
(this includes also Samples from installed Sample Packs)

Load User Sample:
Load a single User Sample into the Track
(this can be a Sample from anywhere on your storage)

Currently used Sample:
Load a single "already used" Sample into the Track
Here you can chose from a List of samples which are currently in use (in Memory), in other words which are already loaded in some other Track or Pattern.

7.4.3 Copy



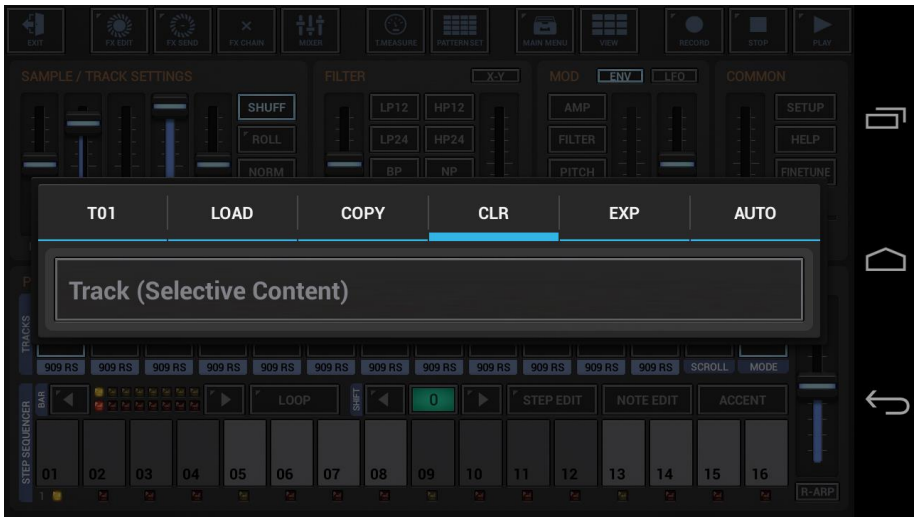
Copy Track (Selective Content):
Copy the complete Track or selective Content (multiple choice) to ..
.. a Track of your choice (in a Pattern of your choice)
.. to the same Track in all Patterns in the Pattern Set
.. to the same Track in a selection of Patterns in the Pattern Set
.. to the same Track in all Patterns in a selection of Pattern Banks (A, B, C, D) in the Pattern Set
(for details see Chapter: Data Copy & Clear Framework)

Swap Tracks (Selective Content):
Swap the complete Track or selective Content (multiple choice) with a Track of your choice in a Pattern of your choice
(for details see Chapter: Data Copy & Clear Framework)

Copy Track Sequence to VA-Beast Track: (G-Stomper Studio only)
Copy the main sequence of the current (Sampler-)Track to a polyphonic VA-Beast Track of your choice
When using this function, all Triggers of the source (Sampler-)Track will be copied in form of 1/16 Note Events to the destination VA-Beast Track.
(for details see Chapter: Data Copy & Clear Framework)

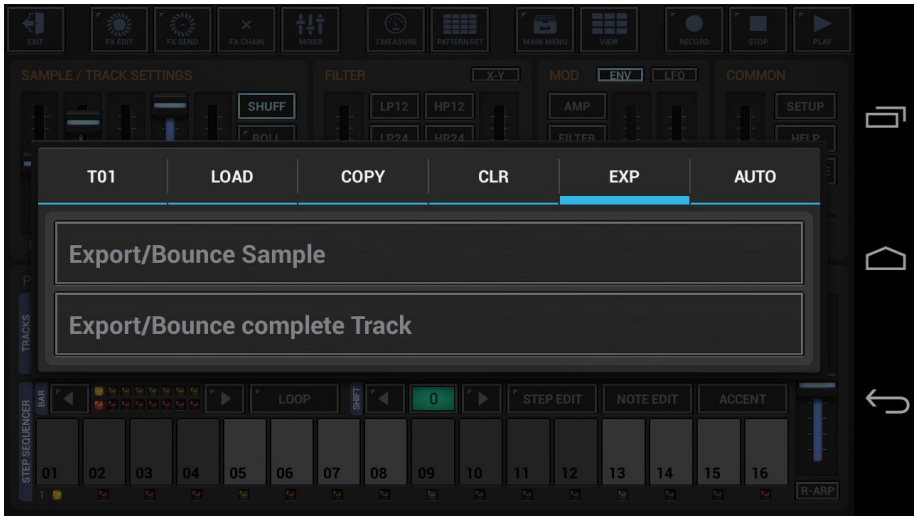
Clone current Bar/Position to all other Bars
Clones the current Bar/Position (of this Track) including Parameter Automations to all other bars in the Pattern.

7.4.4 Clear



Clear Track (Selective Content):
Clear the complete Track or selective Content (multiple choice)
(for details see Chapter: Data Copy & Clear Framework)

7.4.5 Export

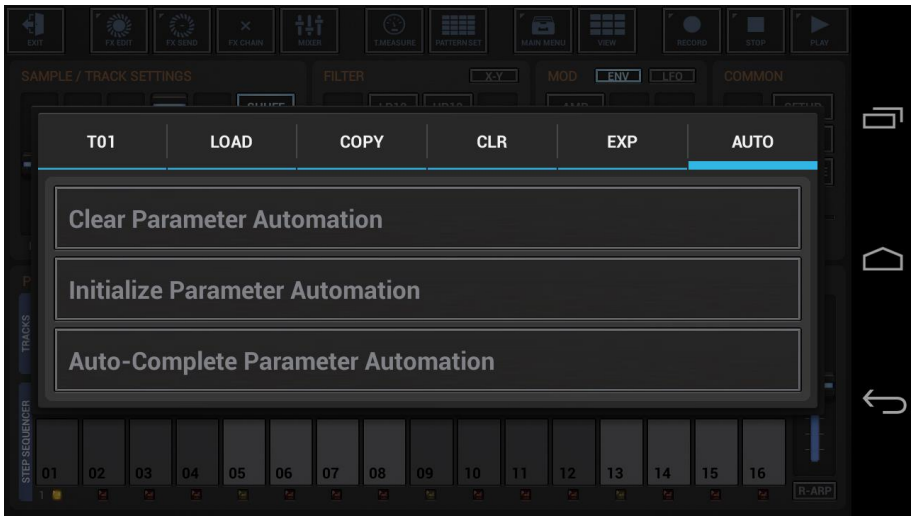


Export/Bounce Sample:
Export/Bounce the Sample (NOT the Sequence) of the Track including all Parameters (but NOT the EFX chain). The exported file will be located in the folder /gstomper/usersamples/bounced_samples and can be loaded in use of the regular Sample selection. By default, the bounced Sample gets loaded automatically at the end of the bounce process.

Export/Bounce complete Track:
Export/Bounce the complete Track including the Sequence, all Track and FX Parameters and all Automations. The exported Loop file will be located in the folder /gstomper/usersamples/bounced_tracks and will be loaded automatically at the end of the bounce process.

(for details see Chapter: Audio Export & Bouncing)

7.4.6 Automation



Clear Parameter Automation:
Clear the Automation Steps of a specific Track Parameter. The Parameter can be selected in the following Sub Menu.

Initialize Parameter Automation:
Initialize all Automation Steps of a specific Track Parameter to the current Value. The Parameter can be selected in the following Sub Menu. (On the efx edit and master screen click on the Mod Menu Button)

Auto-Complete Parameter Automation:
The Auto-Complete Parameter Automation feature is used to create smooth movements just by setting the key steps.

To use it, you just have to define at least 2 Automation steps (in use of the Step Edit mode) for the desired parameter. Then call Auto-Complete Parameter Automation and enjoy the magic. The number of key steps is not limited. The Auto-Complete just fills all the gaps between the key steps with a smooth movement.

Note: Keep in Mind, that you must set the start step, even if it gets the same value as the already set parameter value.

(for details see Chapter: Parameter Automation)